

**Amendments to the Specification:**

Please replace the paragraph that begins on page 17, line 11, with the following paragraph:

The view restrictor or restrictors may take various forms ranging from mechanical baffles to more sophisticated lensing or lens arrays, holographic displays, etc. An exemplary baffle 34 is schematically shown in Figures 3 and 4, respectively. Figure 3 is a view taken in a horizontal plane showing a person's two eyes 48 viewing individual character displays 38 behind the restrictor, and Figure 4 is a similar view taken in a vertical plane. Note that in Figure 3, the key identifications from the center to the left are viewable by one eye and the key identifications from the center to the right are viewable by the other eye. Consequently the user cannot see all key identifications at the same time unless the user's two eyes 48 are aligned vertically (both eyes in the same horizontal plane, i.e., head is not rotated), as otherwise the vertical restriction of Figure 4 will not allow both eyes to see all key identifications at the same time. Such a view restrictor can also generally function properly for persons that are effectively blind in one eye, as such users will automatically rock their head back and forth to see all key identifications, rather than moving their entire body. Therefore, since systems such as iris recognition systems are not sensitive to eye rotation so long as the angle of rotation is the same each time, repeatable data may be obtained as long as the image acquisition is triggered when such a user is always responding to a key identification at the same side of the keypad.